

without departing from the spirit or scope of the invention as broadly described. The present embodiments are, therefore, to be considered in all respects as illustrative and not restrictive.

We claim:

1. A gaming machine having a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that the display means displays a plurality of movable carriers, each of at least certain of the carriers carrying a representation of at least one polyhedral element, each polyhedral element having a plurality of faces which are visible at any one time with an indicium being carried on each face and indicia on faces of the polyhedral elements which are visible at a rest condition of the carriers being taken into consideration in the determination of whether or not a winning event has occurred.

2. The gaming machine of claim 1 in which the display means is a video display unit and the carriers are video simulations of movable carriers with video simulations of the polyhedral elements thereon.

3. The gaming machine of claim 1 in which each carrier has more than one polyhedral element.

4. The gaming machine of claim 3 in which the polyhedral elements are spaced from each other on each carrier such that only one polyhedral element is visible at a time when the carrier is at rest.

5. The gaming machine of claim 1 in which the game is a spinning reel game.

6. The gaming machine of claim 5 in which each carrier is in the form of a spinning reel carrying at least one of the polyhedral elements thereon.

7. The gaming machine of claim 1 in which each element is fixed with respect to its associated carrier.

8. The gaming machine of claim 1 in which at least certain of the elements are movable with respect to their associated carriers.

9. The gaming machine of claim 8 in which each of said at least certain of the elements is rotatable about at least two axes, an axis parallel to a direction of movement of its associated carrier and an axis transverse to the direction of movement of its associated carrier.

10. The gaming machine of claim 1 in which each element is displayed in a three dimensional format so that at least three faces are visible.

11. The gaming machine of claim 1 in which the indicia carried on the faces of the elements are standard symbols related to the game.

12. The gaming machine of claim 1 in which the indicia carried on the faces of the elements are special symbols in respect of the game.

13. The gaming machine of claim 1 in which each polyhedral element is substantially cubic in shape.

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